iLELA / Immersive Learning Experiences in Later Age

(1) Overview

Over the past few years, there has been an increasing interest in using the potential of digital technologies to involve the learner into role-playing, socially embedded interactions, and mixed-reality environments. Although these learning experiences tend to stem from the advancements in today's society, age-related changes and media allocation in different generations pose many challenges to both immersive and inclusive learning experiences. The aim of this special track is to discuss the challenges and strategies used in the fields of Information and communication technologies and gerontagogy or educational gerontology, in order to extend technology-enhanced learning to older adults.

(2) Topics

The topics of interest include (but not limited to):

- Theoretical framework or literature reviews related with the role of technologies in gerontagogy;
- Development of digital artifacts for immersive learning in later age;
- Theories and practices related with learning environments and active ageing;
- Case studies of learning experiences in later age;
- Approaches to learning experiences, memory plasticity and cognitive training in the aging process;
- Intergenerational learning experiences;
- Technology-enhanced learning and aging

(3) Author Info

Special Tracks are intended to be a forum for quality scientific research, which will be presented in scientific talks. Contributing papers have to undergo a peer review process and will be included in the conference proceedings, depending on the overall quality and track chair’s decision, either as long paper (10 – 12 pages) or as a short paper (6 -8 pages). Some of the excellent papers will be considered as full paper (14 pages) in the Springer proceedings. All papers (including papers selected for Springer publication, Online Proceedings and poster submissions) must follow Springer’s style guidelines. For more information on guidelines and submission please visit https://immersivelrn.org/ilrn2017/author_info/
(4) Deadlines
1. **Papers submission deadline (Main Conference and Special Tracks):**
   February 15\textsuperscript{th}, 2017
2. **Author notification of acceptance:** March 15\textsuperscript{th}, 2017
3. **Camera-ready deadline:** April 15\textsuperscript{th}, 2017

**Main Conference, Special Tracks and Workshops:** June 26\textsuperscript{th} – June 29\textsuperscript{th}, 2017

(5) Special Track Chairs
Ana Isabel Veloso ([aiv@ua.pt](mailto:aiv@ua.pt)), University of Aveiro, Digimedia - CIC.Digital, Portugal
Ruth Contreras Espinosa ([ruthsofhia@gmail.com](mailto:ruthsofhia@gmail.com)), Coordinator of
The Observatory of Communication, Video Games and Entertainment INCOM-UAB-Uvic

(6) PC

Program Committee (to be confirmed and extended)

- Alexandra Lopes, Faculty of Humanities, University of Porto, Portugal
- Ana Beatriz Bahia, Casthalia Digital Art Studio, Florianópolis, Brazil
- Ana Carla Amaro, DeCA, University of Aveiro, Portugal
- Beatriz Sousa Santos, DETI, University of Aveiro, Portugal
- Carlos Santos, DeCA, University of Aveiro, Portugal
- Carsten Moller, German Sport University Cologne, Germany
- Célia Soares, ISMAI, Portugal
- Eugene Loos, University of Amsterdam, Netherlands
- Leonel Morgado, Universidade Aberta, Portugal
- Liliana Sousa, University of Aveiro, Portugal
- Luiz Adolfo Andrade, University of Estado da Bahia, Juazeiro, Brazil
- Lynn Alves, Universidade do Estado da Bahia, Salvador, Brazil
- Mário Vairinhos, DeCA, University of Aveiro, Portugal
- Maria Piedade Brandão, ESSUA, University of Aveiro, Portugal
- Paulo Dias, DETI, University of Aveiro, Portugal
- Sonia Ferreira, Institute Polytechnic of Viseu, Portugal

(7) Contact Email, web-address to more details (in case you have a separate page for your track as well)
For more information, please contact Ana Isabel Veloso ([aiv@ua.pt](mailto:aiv@ua.pt))